

AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions, and listings, of claims in the present Application.

Listing of Claims:

Claims 1-60 (Previously Canceled)

61. (Previously Presented) A computer-readable medium on which is encoded a computer program, comprising:

code for creating a representation of a device memory in a computer memory;

code for storing a force effect in a cache allocated in said computer memory;

code for determining whether said device memory can store said force effect by examining said representation of said device memory; and

code for sending said force effect to said device memory.

62. (Currently Amended) A ~~method~~ **computer-readable medium** as recited in claim 61, wherein said force effect is sent to said device memory only if said device memory can store said force effect.

63. (Currently Amended) A ~~method~~ **computer-readable medium** as recited in claim 62, wherein determining whether said device memory can store said force effect comprises:

code for comparing a priority of said force effect with a priority of a loaded force effect already stored in said device memory; and

code for sending said force effect if said priority of said force effect is greater than said priority of said loaded force effect.

64. (Currently Amended) A ~~method~~ **computer-readable medium** as recited in claim 61, further comprising code for storing a plurality of force effects in said cache in said computer memory regardless of whether said device memory comprises sufficient space to store said plurality of force effects.

65. (Currently Amended) A ~~method~~ **computer-readable medium** as recited in claim 61, further comprising code for delaying the sending of said force effect to said device memory if said device memory is full.

66. (Currently Amended) A ~~method~~ computer-readable medium as recited in claim

61, further comprising:

code for storing a plurality of force effects in said computer memory;

code for sending one of said plurality of force effects to said device memory
when said one of said plurality of force effects is to be played; and

code for replacing a force effect stored in said device memory with said one of
said plurality of force effects.